IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of: John F. ACRES et al.	Docket No.: IGT1P289R1/AC00001-024
Patent No.: RE43,727	Application No.: 09/373,034
Issue Date: October 9, 2012	Filing Date: August 11, 1999
Title: METHOD FOR OPERATING NETWORKED GAMING DEVICES	Conf. No.: 2149

REQUEST FOR CERTIFICATE OF CORRECTION
OF OFFICE MISTAKE
(35 U.S.C. §254, 37 CFR §1.322)

Commissioner for Patents
Attn.: Certificate of Correction
P.O. Box 1450
Alexandria, Virginia 22313-1450

Dear Commissioner:

Attached is Form PTO/SB/44 (Certificate of Correction) at least one copy of which is suitable for printing. The errors together with the exact page and line number where the errors are shown correctly in the application file are as follows:

CLAIMS:

1.   In line 19 of claim 1 (column 37, line 24), change "gaming-device" to --gaming device--. This appears correctly in the patent application as filed on page 65, line 17.

2.   In line 6 of claim 4 (column 37, line 43), change "level of play fails below" to --level of play falls below--. This appears correctly in the patent application as filed on page 66, line 5.

Patentee hereby requests expedited issuance of the Certificate of Correction because the error lies with the Office and because the error is clearly disclosed in the records of the Office. As required for expedited issuance, attached is documentation that unequivocally supports the patentee's assertion without needing reference to the patent file wrapper, specifically: a copy of the claims pages as filed.

It is noted that the above-identified errors were printing errors that apparently occurred during the printing process. Accordingly, it is believed that no fees are due in connection with the filing of this Request for Certificate of Correction. However, if it is determined that any fees are due, the Commissioner is hereby authorized to charge such fees to Deposit Account No. 504480 (Order No. IGT1P289R1).

Respectfully submitted,

WEAVER AUSTIN VILLENEUVE & SAMPSON LLP

/William J. Egan, III/
William J. Egan, III
Registration No. 28,411

P.O. Box 70250
Oakland, California 94612-0250
(510) 663-1100

CLAIMS

1.   A method of operating gaming devices configured to play a preselected game interconnected by a computer network to a host computer comprising:

permitting players to play the preselected game at the gaming devices;

paying to each device in accordance with a first payout table after each game;

monitoring the activity of the gaming devices over the network;

detecting the amount of money played on the gaming devices;

allocating a predetermined percentage of the money played to a bonus pool;

determining the level of the bonus pool;

activating a bonus payout table in a gaming device after the bonus pool level exceeds a turn-on level;

permitting continued play of the preselected game at the gaming devices; and

paying the gaming device in accordance with both payout tables after each game for so long as the bonus payout table remains activated.

2.   A method of operating gaming devices interconnected by a computer network to a host computer according to claim 1 comprising deactivating the bonus payout table when the bonus pool falls below a turn-off level.

3.   A method of operating gaming devices interconnected by a computer network to a host computer according to claim 1 comprising:

determining the time period since the last bonus table activation; and

deactivating the bonus payout table when the time period exceeds a minimum period of time.

4. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 1 comprising:

determining the level of play for a gaming device;

deactivating the bonus payout table in the gaming device when the level of play falls below a predetermined level.

5. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 4 comprising:

determining the time of day;

deactivating the bonus payout table when the time of day is not within a predetermined period of time.

6. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 1 comprising:

detecting the amount of money paid as bonuses on the gaming devices;

modifying the bonus pool by the amount of money paid as bonuses;

determining the level of the bonus pool; and

deactivating a bonus payout table in a gaming device when the bonus pool level falls below a turn-off level.

7. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 6 wherein the turn-on level is above the turn-off level.

8. A method of operating gaming devices interconnected by a computer network to a host computer comprising:

monitoring the activity of the gaming devices;

detecting the amount of money played on the gaming devices;

allocating a predetermined percentage of the money played to a bonus pool;

determining the level of the bonus pool;

activating a bonus payout table in a gaming device after the bonus pool level exceeds a turn-on level;

detecting the amount of money paid as bonuses on the gaming devices;

modifying the bonus pool by the amount of money paid as bonuses;

determining the level of the bonus pool; and

deactivating the bonus payout table in the gaming device after the bonus pool level falls below a turn-off level, said turn-on level being above said turn-off level.

9.   A method of operating gaming devices interconnected by a computer network to a host computer comprising:

allowing play to occur on the gaming devices;

paying to each device in accordance with a first payout schedule after each game;

sending a reconfiguration command from the host computer to a gaming device over the network;

receiving the reconfiguration command at the gaming device;

reconfiguring the gaming device responsive to the received reconfiguration command wherein the gaming device reconfigures its payout schedule in accordance with the received reconfiguration command;

allowing additional play to occur on the gaming devices;

paying to the reconfigured device in accordance with the first payout schedule and a bonus payout schedule after each game for so long as the gaming device remains reconfigured;

detecting the amount of money played on the gaming devices;

allocating a predetermined percentage of the money played to a bonus pool;

determining the level of the bonus pool; and

sending the reconfiguration command after the bonus pool level exceeds a

5   turn-on level.

10.   A method of operating gaming devices according to claim 9 comprising paying to the reconfigured device in accordance with only the first payout schedule after the bonus pool falls below a turn-off level.

10

11.   A method of operating gaming devices according to claim 9 comprising:

determining the level of play for a gaming device; and

paying to the reconfigured device in accordance with only the first payout

15   schedule after the level of play falls below a predetermined level.

12.   A method of operating gaming devices according to claim 9 comprising:

detecting the amount of money paid as bonuses on the gaming devices;

20   modifying the bonus pool by the amount of money paid as bonuses;

determining the level of the bonus pool; and

paying to the reconfigured device in accordance with only the first payout schedule after the bonus pool level falls below a turn-off level.

25   13.   A method of operating gaming devices according to claim 12 wherein the turn-on level is above the turn-off level.

14.   The method of claim 1 wherein said method further comprises the steps of:

68

activating bonus payout tables in each of a preselected group of the gaming devices; and

paying to the gaming devices in the preselected group in accordance with both payout tables after each game for so long as the bonus payout tables remain activated.

15. A method of operating gaming devices configured to play a preselected game interconnected by a computer network to a host computer comprising:

permitting players to play the preselected game at the gaming devices;

paying to each device in accordance with a payout table after each game;

monitoring the activity of the gaming devices over the network;

detecting the amount of money played on the gaming devices;

allocating a predetermined percentage of the money played to a bonus pool;

determining the level of the bonus pool;

activating a bonus payout schedule associated with the gaming devices after the bonus pool level exceeds a turn-on level;

permitting continued play of the preselected game at the gaming devices;

paying each gaming device in accordance with the payout table after each game; and

paying the gaming devices in accordance with the bonus payout schedule for so long as it remains activated.

16. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 15 comprising deactivating the bonus payout schedule when the bonus pool falls below a turn-off level.

17. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 15 comprising:

determining the time period since the last bonus payout schedule activation; and

deactivating the bonus payout schedule when the time period exceeds a minimum period of time.

18. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 15 comprising:

determining the level of play for a gaming device;

deactivating the bonus payout schedule in the gaming device when the level of play falls below a predetermined level.

19. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 18 comprising:

determining the time of day;

deactivating the bonus payout schedule when the time of day is not within a predetermined period of time.

20. A method of operating gaming devices interconnected by a computer network to a host computer according to claim 15 comprising:

detecting the amount of money paid as bonuses on the gaming devices;

modifying the bonus pool by the amount of money paid as bonuses;

determining the level of the bonus pool; and

deactivating the bonus payout schedule in a gaming device when the bonus pool level falls below a turn-off level.

21.   A method of operating gaming devices interconnected by a computer network to a host computer according to claim 20 wherein the turn-on level is above the turn-off level.

5   22.   The method of claim 15 wherein paying the gaming devices in accordance with the bonus payout schedule for so long as it remains activated comprises paying one of the gaming devices responsive to transmission of a pay command from the host computer to said one gaming device.

10   23.   The method of claim 22 wherein paying one of the gaming devices comprises applying credits to a credit meter on the gaming devices.